

FUBAR v5: Victorian Science Fiction

Contains full FUBAR rules.

Introduction

This is a set of small-unit action rules for Victorian Science Fiction, where aether propellers, weird steam and clockwork science, and heavier-than-air flight have revolutionized the world of the latter half of the 19th century. This also contains all of the Fubar v5 rules.

The Cardinal Rules

- Where a rule doesn't make sense, change or ignore it.
- Where a situation is not covered or vague, err on the side of the Rule of Awesome.
- Be reasonable. We are gentlemen, after all.

Dice and Measurement

- "3d6" = three six-sided dice. "1d3" = 1d6/2, round up.
- If the target number for a shooting roll is greater than 6, or if the shots are with infantry small-arms against vehicle/heavy armour, the die roll may still succeed if, upon first rolling a 6, the die is rerolled and equals or exceeds the model's unmodified expertise.
- Otherwise, any roll of 6 is an automatic success.
- VSF Fubar uses inches, assuming 28mm(ish) figures with some attempt made at a consistent base size. Use centimetres if using 15mm or 10mm figures.
- Measurement is from base edge to base edge.
- Declare targets and intended movement before measuring range or rolling dice.

Units

- A player has one or more Units, generally ten figures including a leader, or a single vehicle and crew.
- If there is no clear unit leader, pick a model to be one.
- Each Unit is defined by its level of training, experience, and its weapon/armour selection.
- Figures in a unit must remain within 3" of each other or incur an activation penalty of -1 / wayward figure.

Unit Training and Expertise

Level	Activation	Expertise	Supp	Hero Pts.
Green	5+	6+	1	1
Seasoned	4+	5+	2	2
Veteran	3+	4+	3	2
Elite	2+	4+	4	3

Initiative and Playing the Game

- At the beginning of each turn each player rolls 1D6 + any scenario modifiers. Reroll any ties.
- The player that scores the highest can attempt to activate a Unit first. If this succeeds then that unit can activate one action and carry it out.
- He can continue to activate units until he fails activation, then the initiative passes to his opponent with the next highest score and so on.
- The initiative passes back and forth as players pass and fail activation rolls. The turn ends when all have attempted to activate each Unit in their command.

Activation

- To Activate a Unit, a player must equal or beat the Unit Leader's Activation score, above.
- Add +1 to the roll if there are no visible enemy.
- Once activated a Unit can do one of the following:

Action	Mv	Notes
Walk	6"	May fire grenades or small arms once while moving.
Run	12"	No weapons fire.
Duck & Weave	8"	No weapons fire. Figures count as being in Soft Cover.
On Guard	No Move	Can react <u>once</u> per turn to return fire, or to fire at enemies moving through their field of fire.
Go to Ground	3"	Drop to nearest cover. Increase this cover's level by one. No weapons fire.
Aimed Fire	No Move	Unit gains +1 to firing rolls.
Assault	8"	Move into close combat.
Reload	No Move	Reload weapons.

FUBAR is written by Craig Cartmell and the Forge Of War Yahoo group and forums. VSF FUBAR Maintained by: Lanse Tryon. Particular thanks to Chris Nasipak, Wayne Carmack, WP Trompeter, Thomas Riccio. These rules are free for you to use & copy as you see fit. If you publish them please put a link back to <http://thegameshed.wordpress.com> and <http://www.forgeofwar.uk.com/forum/>

August 21, 2013, #1

Notes on Activation and Morale

- A unit failing Activation immediately rolls again – a pass enables the unit to go On Guard or Assault.
- On Guard and Duck & Weave end when the unit next fires or tries to activate. Gone to Ground ends when the unit moves or is assaulted.
- Morale: Any time a unit takes casualties, has no unsuppressed models, or is damaged, place a morale marker by it. On its next activation roll it must pass a second activation roll or else withdraw 2d6" away and/or into cover, and does so again each turn until it passes another activation roll to remove the morale marker.

Suppression

- A figure that is suppressed is placed on its side. It cannot fire, and its Unit takes a penalty to its next activation of -1 per Suppressed figure.
- After the next activation roll for that Unit stand the figure up. It is no longer suppressed.
- The maximum number of Suppressed figures a Unit can have is related to its Training/Experience.
- You may voluntarily suppress or kill a model after moving a unit in order to gain an extra d6" of movement. This takes affect after added movement.

Line of Sight (LOS)

- LOS and cover are determined by a model's-eye viewing, and a dice roll-off in case of a dispute. Be gentlemen!
- Suppressed figures may not fire.
- A Unit may fire at enemy units to which it has LOS, and may split its fire amongst multiple target units.
- A Unit may only target enemy figures within the same area of cover if they are within 6".
- A defined area of cover will block line of sight.
- Figures may fire into or out of cover if they or their targets are within 2" of the cover's edge.

Shooting

- Each figure in the firing Unit throws one die per Fire Point, (FP). Each die that equals or exceeds their Expertise rating is a Hit.
- The target player allocates hits amongst models in the unit as evenly as possible.
- If a hit model is wearing armour, it throws 1D6 per hit, trying to equal or exceed its armour's Save value to disregard the hit. Passengers inside a vehicle need not roll if the vehicles makes its saves.

Type	Save	Hypothetical Examples
Light	6+	Reinforced Leather
Medium	5+	Clockwork Corset
Heavy	4+	Boilerplate Breastplate
Power	3+	Impervious Suit
Weird	2+	Unobtainium Chaps

- Unsaved hits against a Unit must be taken as casualties, suppressed figures, or a combination of both to the allowable limits set by the Unit's training/expertise level's "Supp" score.
- A figure cannot be made both suppressed and a casualty from the same bout of received fire
- However, if there are more unsaved hits than there are figures in the unit, the unit is wiped out.
- A unit returning fire while On Guard does so AFTER resolving hits from being shot at.

Close Assault

- A Unit must use an Assault activation to move into close combat with an enemy Unit.
- The attacked unit tests morale. So do the attackers if they take casualties while charging.
- The attacking Unit moves its figures into base contact with enemy figures, or as far as they can move. Then the opponent can move up any unengaged figures that are within 3" of an assaulting enemy figure.
- Both sides simultaneously roll one die per figure & use their Expertise rating to determine hits.
- Figures that are already suppressed before this attack strike after all other attacks are resolved.

- All hits not saved by personal armour result in casualties. Cover has no effect.
- Units may only take casualties, not suppression.
- The combat continues at the beginning of each subsequent turn. The units involved automatically activate at that point. They cannot subsequently activate in that turn.
- To attempt to withdraw from combat a Unit must make a successful Activation roll & then move 1d6" away from their opponents. If the opponents also make a successful Activation roll they can follow up 1d6". If they catch their enemies combat continues.
- This supersedes the normal Activation rules.

Characters

- Characters in this genre tend to be larger than life, and the rules reflect this. A character is a single model, with the following additional stats: Hero Points, and skills.
- A character activates individually, though it may try to activate a friendly unit in cohesion as well. This is a single roll – if failed, both the character and the unit count as having failed their activation.
- If the character activated with a unit, it is considered part of that unit when that unit is attacked, and uses the unit's suppression score rather than its own.
- A character usually (but not necessarily) has an armour save to represent "plot armour", particularly for narrative games. This is at the players' discretion.

Hero Points: A character can spend hero points at any time to do one of the following:

1. Reroll a single die. Rolls made with HPs are final: HPs cannot be spent to reroll them again.
2. Gain +1d6" movement for his unit.
3. Gain FP for one shot (+/-1 per Hero Point spent).
4. + save versus single hit (replaces armour).
5. Cause a friendly unit in cohesion to roll for activation – A unit may only be activated once per turn in this manner, and the character must be acting as a solo. The character must first have itself been activated.
6. Do something awesome as agreed by all Players.

Generic VSF Weapons

Please feel free to make up your own weapons as well.

Weapon	Range	FPs	Reload
Pistol/Revolver	4"	1FP	N/A
Infantry Rifle	24"	1FP	N/A
Rifled Musket	24"	1FP	1 action
Carbine	18"	1FP	N/A
Galvanic Rifle (G) ¹	24"	1FP	Special
Sniper Rifle ²	32"	1FP	N/A
Shotgun	8"	2FP	1 action
Flamethrower(G) ^{4,5}	8"	3FP	N/A
Bow & Arrow	10"	1FP	N/A
Repeating Rifle ⁵	24"	2FP	Special
Bayonetoscope	LOS	1FP	N/A
Grenade Launcher ⁵	16"	3FP	1 action
Machine Gun ⁶	24"	4FP	Special
Light Cannon ⁶	36"	4FP	1 action
Hvy. Cannon ⁶	60"	6FP	2 actions
Tesla Cannon(G) ^{3,5,6}	60"	3FP	1 action
Psychic Blast ^{6,7}	6"	1d6FP	N/A

1. Reroll 6s for possible extra hits
2. May target individual figures, not just units
3. Vehicle & Bunker mounted HMG's need only one crew. Infantry HMG's need two crew to serve them.
4. Flamethrowers & Heavy Cannons ignore cover.
5. Malfunctions when doubles rolled. 1 action to fix.
6. Heavy Weapon – can damage armoured vehicles
7. Psychic Blast deals 1d6 FP per Hero Point spent. Non-vehicular crew-served weapons may move OR fire, and may not run.

Formation Fighting

- Models in the second rank of a regular formation may fire over the front rank with no penalty
- Units not in a regular formation suffer -1 to activation.
- Formation rules do not apply to single-model units, models with the Skirmisher skill, or characters.

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Cover

A unit benefits from cover if at least half its models are in or behind it. If the target of a firing attack is in cover modify the firer's expertise as follows:

Cover	Mod	Examples
Soft	+1	Undergrowth, Woods , Rifle Pits Wooden Buildings, Hedgerows
Moderate	+2	Stone or Brick Walls, Buildings or Rubble, Trenches
Hard	+3	Bunkers
Linear	N/A	Walls trenches, other things usually blocking LOS

- Infantry moves through cover at normal speed.
- Infantry models lose 1d6 of movement per 1" height when crossing a linear obstacle.

Automata

This section covers battlefield constructs that are more like soldiers than vehicles. Automata may be Characters (without Hero Points) or units, and are assigned a Training/Expertise score representing the reliability of their construction and programming.

If an automaton is suppressed, roll another 1d6 – on a 4+ something has malfunctioned. Roll on the table below:

Automaton Malfunction Table:
1. +++ CLUNK+++ : No additional effect.
2. ++SPROING++ : Automaton takes no action on its next activation.
3. +++ REVERT TO FAILSAFE+++ : On its next activation, Automaton performs exactly the same action it performed last time it activated.
4. +++ADVANCE ADVANCE+++ : Model moves 2d6" directly forward on its next activation.
5. +++POP FROTZ GRIND WHIRR FROTZ+++ : Your opponent rolls twice on this table and chooses one result to apply.
6. +++OUT OF CHEESE ERROR+++ : Something has gone horribly wrong! Automaton cannot move next activation, amidst a horrible grinding of gears. Roll d6 for the affected model each turn until repaired – Automaton explodes on a 6+.

Vehicles

VSF battles frequently involve fantastic machines of war – Land Ironclads, walkers, Flyers, Automata – generally relying on steam and/or clockwork power.

- A vehicle is treated as part of the unit containing its pilot, and uses its pilot's Activation/Expertise scores. Unpiloted vehicles use their own Activation/Expertise.
- If you are playing with visible crew models, hits against the crew are resolved normally. If the crew are not visible or abstracted, hits against the crew are treated as suppressions against its activation.
- Vehicles are divided between Heavy and Light, depending on the size of the model. The below values are suggestions only - tweak these to your actual models:

Type	Speed: Hvy/Lt	45° Turn: Hvy/Lt
Tracked	10" / 14"	3" / 2"
Wheeled	14" / 18"	3" / 2"
Walker	10" / 16"	N/A
Flyer	14" / 20"	4" / 2"

- **Speed** is reduced by half when moving through cover or rough terrain. A vehicle may fire weapons if it does not move more than half-speed. Flyers have their maximum speed when taking off or landing.
- **45° Turn:** Minimum distance a vehicle must move between 45° turns
- If a flyer ascends or descends more than 4"(Heavy) or 8" (light) in a turn, roll on the Breakdown Table.
- A vehicle may redline by adding 2d6" to its speed, but will roll on the Breakdown table if it rolls doubles.
- If vehicles collide, each subtracts 1 from its armour save for every 4" of speed, and rolls a d6 against this number. Its opponent takes hits equal to how much the die roll beats this number. Objects use the vehicle's speed and their cover modifiers as their "Armour Save". The Ground counts as Hard (+3).

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Vehicle Damage

Armored vehicles gets an armour save when hit:

Armour	Save	Examples
None	6+	Wooden Vehicles
Light	5+	Clockwork/Brass
Medium	4+	Light Ironclads
Heavy	3+	Heavy Ironclads
Very Heavy	2+	Ironclad Leviathans

- Note that small arms cannot generally harm armoured vehicles unless first rolling a 6 – see dice conventions. Weapons capable of harming vehicle armour should be clearly marked "heavy weapon"
- Note: Vehicles cannot be suppressed, nor can crew or passengers bailing out of a destroyed vehicle.
- If a Vehicle assaults infantry, they make an Activation roll to get out of the way, and move figures out of vehicle's path. If they fail each figure in the vehicle's path is hit. Make saves as normal.
- Vehicles roll 1d6 on the breakdown table if they roll a 1 for activation or if moving through cover and fail an armor save.
- Vehicles roll 1d6 on damage table per unsaved hit.
- Use next highest effect if rolled status is already in effect.

VEHICLE BREAKDOWN TABLE

1. It always makes that noise. No effect.
2. Stall! Stops moving, -2 next activation.
3. Vehicle surges forward extra 2d6".
4. Steering locked! No turns this activation or next.
5. 1d3 crew suppressed (no casualties)
6. Roll on Damage table.

VEHICLE DAMAGE TABLE (all effects last till repaired)

1. Roll on Breakdown table instead.
2. Zounds! 1d3 Crew hit, and steering broken.
3. AARGH. 1d3 Crew hit, and random weapon broken.
4. Well, Bugger. 1d3 crew hit, and vehicle immobilized. Flyers move, but drop 1D6".
5. FIRE! 1D6 crew must fight the fire next activation, and pass an activation test put it out. The roll damage again for each active fire. New fire starts on subsequent roll of 5.
6. AIEE! Roll on Catastrophe table.

VEHICLE CATASTROPHE TABLE

1. Not So Bad. Roll on Damage table instead
2. Wrecked. Crew bails out
3. Wrecked. Crew takes 1d6 hits and bails out
4. Wrecked. Crew overcome by fumes/smoke. Roll next Activation per crewmember - model bails out on a pass or dies on a fail.
5. Burning hulk. Crew takes 2d6 hits. Roll next Activation per crewmember - model bails out on a pass or dies on a fail.
6. Explosion! All crew dead. Attack all units within 3d6 inches with 1d6 FP (heavy weapon)

Skills and Equipment

A model performs a skill by rolling against its expertise. Skills may be used while moving, but not in the same activation as any type of combat.

- **A Character** may take the same number of skills as his allowed hero points.
- **For units**, a number of models up to number of hero points for a character of that level may take a skill, or every figure may take the same skill or two.
- These **guidelines may be ignored:** but you may wish to use the Force Generation system instead. Suggested points costs are included in the examples.

Example Gadgets, Equipment and Skills

- **Bayonet:** Strike first in close combat (+2pts)
- **Bloodlust:** +2 to activation if assaulting (+2pts)
- **Brave:** Test for morale as one level higher. (+1pt)
- **Engineer:** May repair malfunctions and "immobilized" or "Weapon Destroyed" critical hits for vehicles. (In the absence of an Engineer, 1d6 other crew may attempt a single repair roll, needing a 6+.) (+1pt)

August 21, 2013, #1

- **Gadgets:** Gains a 4+ save to avoid rolling on the Equipment Malfunction Table. (+1pt)
- **Medic:** Pass Expertise check immediately after receiving fire to negate suppression on one figure in the unit. Suppressed Medics may not do this (1pt)
- **Motivator:** Add d6" to unit's movement (Character skill only). (+1pt)
- **Mountaineer:** Pass Expertise roll to scale sheer surfaces at half the model's normal Move rate. (+1pt)
- **Mounted:** Add 2d6 when rolling movement (+2pts)
- **Pilot:** When piloting a vehicle, gain a 4+ save to avoid rolling on the Vehicle Breakdown Table. (+1pt)
- **Scientist:** May repair malfunctioning Automata. (+1pt)
- **Skirmisher:** Does not suffer activation penalty for not being in formation (and likely prefer not to be). (+1pt)
- **Sniper:** +1 to Aimed Fire when Gone to Ground. (+1pt)
- **Stealthy:** Open ground counts as light cover. (+1pt)
- **Swordsmen:** Attacks twice in close combat (+0pts)
- **Something Else:** Make it something awesome.
- **Carapace:** Take best of two dice for armour. (+3pts)
- **Flamethrower:** Per crew rules. Squad makes a number of Gadget Malfunction rolls at +2 equal to half the FP dice that come up as 1. (-0pts)
- **Jump-Pistons:** (G) Pass Expertise roll to leap 2d6" high and 4d6" long. Malfunctions like vehicles. (+1pt)
- **Ornithopter:** (G) Pass Expertise roll to fly or continue flying, at the model's Run speed. (-2pts)
- **Robotic legs:** (G) Pass Expertise roll to double model's move for the turn. (+1pt)
- **Robotic arms:** (G) Pass Expertise roll to perform feats of great strength and/or roll two dice in close combat.
- **Sapper Claw:** (G) Expertise roll to blow 1" holes in fortifications. Vehicle saves suffer a -1 penalty. (+1pt)
- **Steam Rocket:** (G) Can make a double-length move, ignoring terrain (+3pts)
- **Unruly / Carnivorous:** Will assault and/or devour unit leader when a 1 is rolled for activation. (-2pts)
- **Weird Energy:** (G) Weapon rerolls all 6s for potential extra hits. (+1pt)
- **Something else:** Make it something awesome

Gadget Malfunction Table

Roll on this table whenever rolling multiple 1s for a gadget's fire points, or a 1 on the expertise roll to use.

1. No additional effect.
2. Sproing! The device stops working until repaired. If this is attached to a body part, rolls under that body part (or pace, if attached to legs) suffer a -2 penalty.
3. Scream: The device emits a piercing scream or plume of smoke. User is suppressed (this will not cause a casualty if it causes the unit to exceed its maximum suppression.)
4. Gremilins: Your opponent rolls twice on this table and chooses one result to apply.
5. Surge: Device's effect is doubled. User suppressed after use.
6. KABOOM! Roll again. 1-3: Device is merely useless for the rest of the game. 4-6: Device explodes, killing user and attacking each model within 2" with 1d6 FP.

Random Force Generation (OPTIONAL)

If desired, random forces may be generated by rolling per unit and character to determine the training level: 1=Green, 2=Seasoned, 4=5-Veteran, 6=Elite.

Points Value Generation (OPTIONAL)

This points system is intended as a rough guide(+/- 50%). Playtesting and proper scenario balance are essential.

- **Points** = (7-Activation) + [(7-Expertise) x #FPs] + Assault bonus + [(7- #CC skill) x #CC dice] + (7-Save) + Hero Pts + Adjustments due to skills) x #Wounds
- Use the number of FPs for the model's main weapon at its maximum range
- Skills/Equipment must be balanced against the actual effect. See examples for suggested adjustments.
- Vehicles' points are calculated with the same formula multiplied by 5 (Crew is calculated separately)